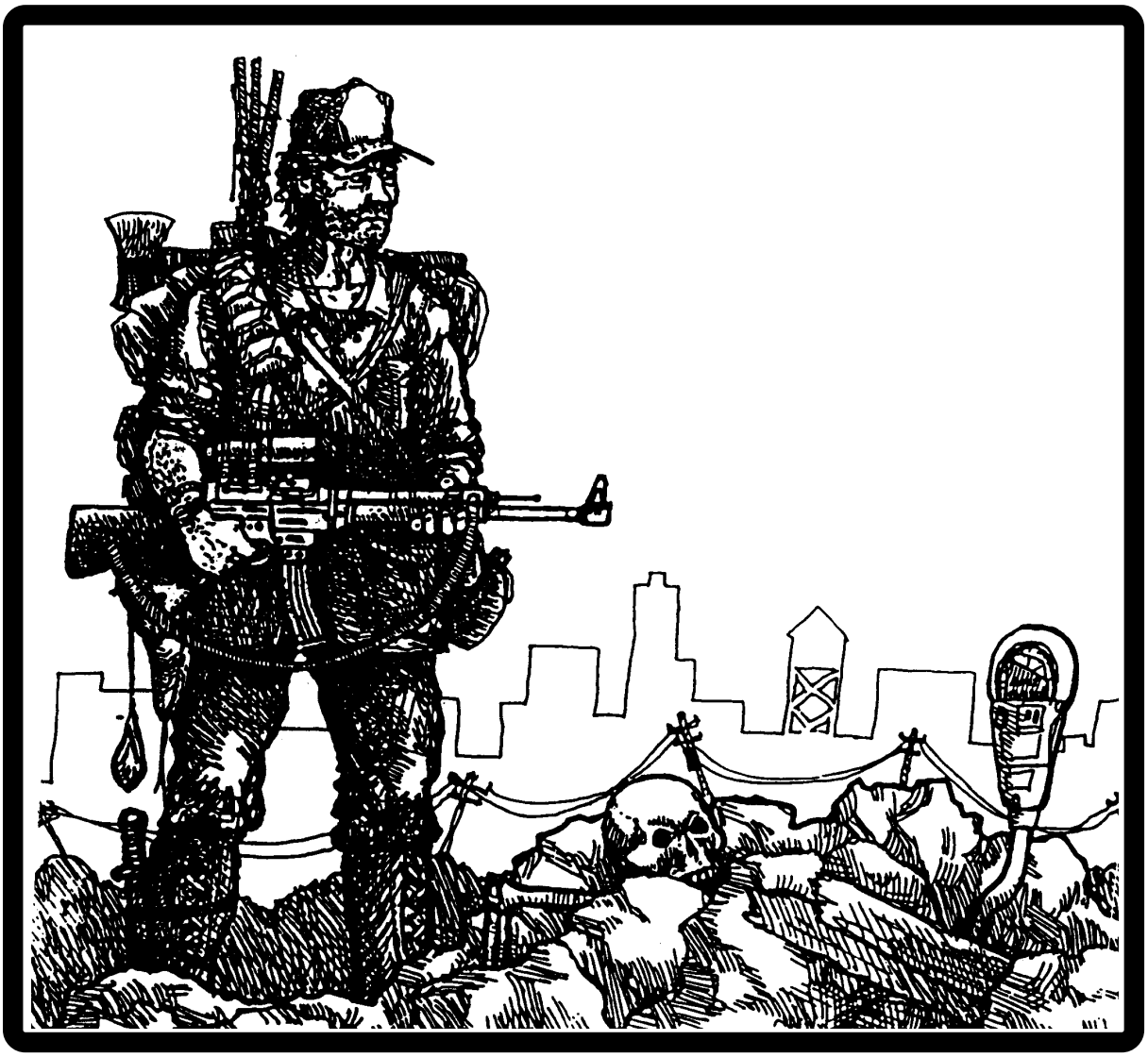
ROGUE 417

Campaign Setup and Resource Book
for Tri Tac Games and The Morrow Project



After Doomsday You Will Survive!

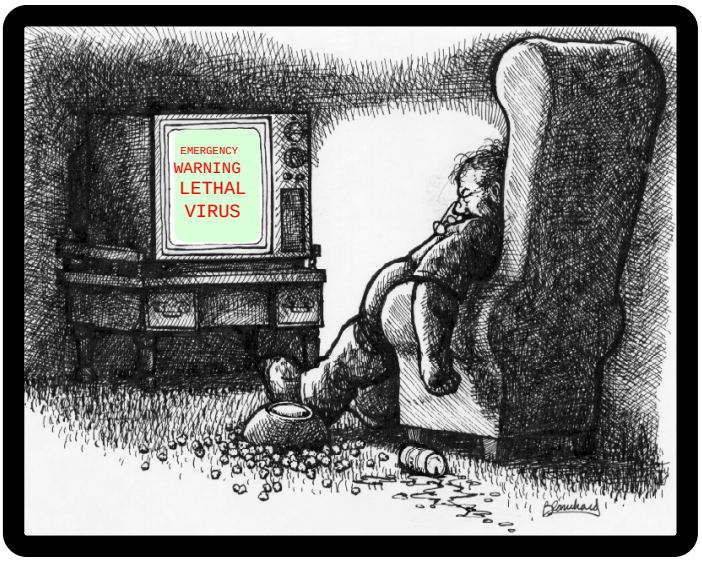
ROGUE 417

The years have changed but the subject matter stays the same. What we know can end quickly and it doesn't necessarily have to start with nuclear light.

This is the CD/PDF edition of Tri Tac's ROGUE 417 in its Fourth Edition, a campaign setup and utility module.

The majority of this Post Holocaust module was destined by Rich Tucholka to be the campaign setup for the classic RPG ***The Morror Project***. Edited out and lost, it was recovered from an editing copy and published by Tri Tac in the mid 1980's.

With the ever growing spectre of Biological Warfare this information packed module continues to be a hot item for any GM who works with a Post Holocaust environment.



Doug Blanchard who did a lot of the 1980's Tri Tac art went on to graphic arts design and television production.

Rogue 417
Ultimate
Armageddon
Guide #1

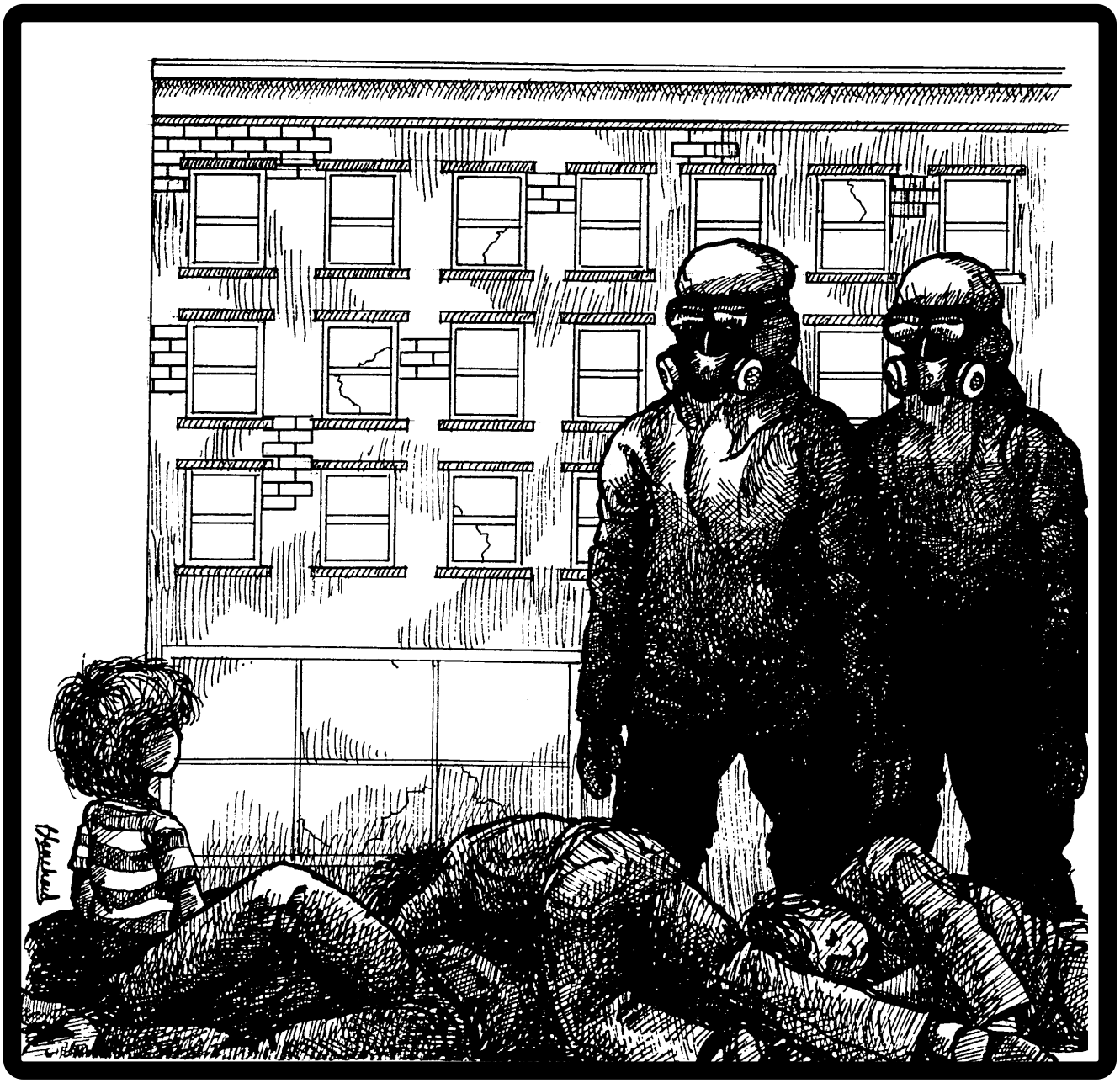
#1050

Tri Tac Games
235 West Fairmount Ave
Pontiac MI 48340

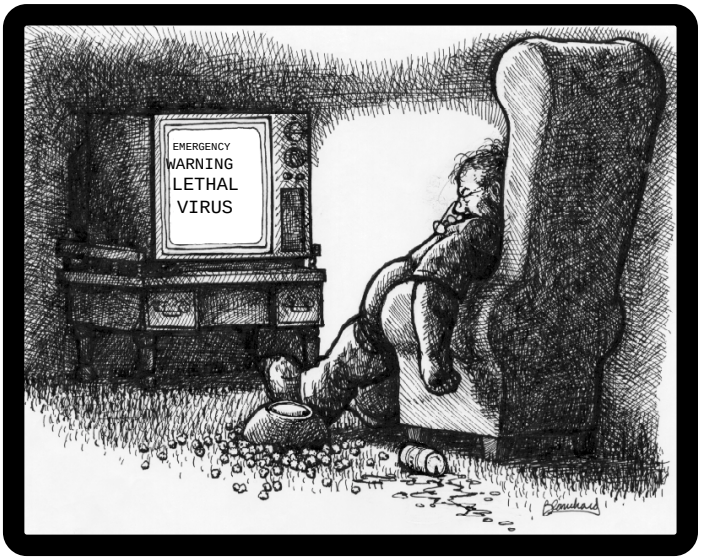
Tritacgames.com

Windows
MAC
PDF

ROGUE 417



by Richard Tucholka



Index

Introduction	0	Area Problems	19
Chronology	01	Farming / Alcohol	19
Rogue & Survivors	02	Barter	17
Encounter Groups	04	Traders/Vakues	20
Scavenging	11	Hunting /Trapping	23
Small Finds	12	Food Spoilage	25
Shelter	13	Rogue Night	26
Populations	14	The Warlord	28
Technology	15	Mutant Disease	32
Town Bonus	17	Survivor Weapons	33
Mapping	18	Area Control Sheet	

Credits

MODULE DESIGN Richard Tucholka
TECH ADVICE William Welsh
ART Doug Blanchard

EDITING Bruce Sheffer
Feather Gieger

SPECIAL THANKS Paula George
Henderson Putnam
Ken Hartson

ROGUE 417 © 2001 Tri Tac Games All rights reserved. No part of this book may be reproduced or transmitted in any manner whatsoever without permission of Tri Tac Inc. except in case of short quotations in articles or critical reviews. Fringeworthy, FTL 2448, Bureau 13: Stalking the Night Fantastic, Incursion, and Rogue 417 are trademarks of Tri Tac Systems

Tri Tac Games
235 West Fairmount Ave
Pontiac, MI 48340

ROGUE 417 #1050 CDPDF 4rd Edition

Rogue 417

Rogue 417 is a role playing game and a Fringeworthy supplement of human survival in the hostile world of tomorrow.

Survivors

You will become a 'normal' human survivor of the greatest disaster ever to fall on man. Your day-to-day survival will be a battle of wits with semi-human victims of the final plague. You will survive and travel across the once populated cities of the world, now the vast, empty tombs of civilization, where death waits in every shadowed doorway.

But all hope is not lost. There are other survivors and explorers from an Alternate Earth who will band together with you in the hopes of a new beginning.

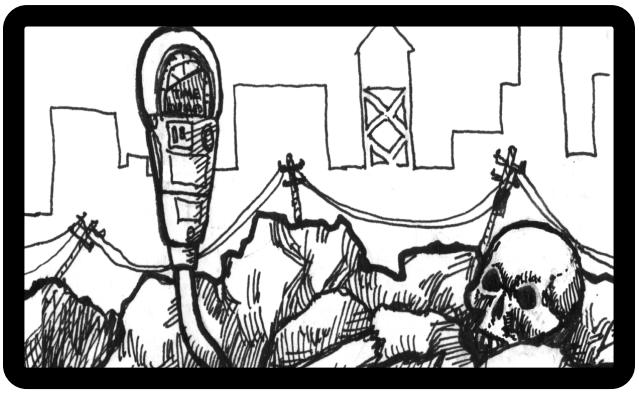
To find them, you must survive.

Materials Needed

A One copy of the module Rogue 417 with a copy of Fringeworthy, Bureau 13, or Morrow Project
B Paper, Pencils, Notebooks, and Index cards.
C A set of common polyhedral dice, the more the better. These include four - sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), the 20-sided (d2O), and the percent % or (d100).
D One to twenty players and a games master.
E A pocket calculator, home computer, or slide rule may be helpful but not a great necessity.
F Miniature figurines and buildings are handy at times for placing the setting of your adventure.
G An outstanding imagination or hard core survival training.
H A time to plan and a place to play.
I A love of cheesy Post Holocaust movies.

Photocopying

* Photocopying is for personal use only. Any resale of Rogue 417 playing aids is a violation of copyright laws and punishable by legal action. If you are interested in designing or publishing Rogue 417 playing aids, contact Tri Tac Systems for information.



Chronology of Rogue 417

JANUARY 2010

A lab accident in Iraq releases RNA/N 417 into the air. The release is not reported by lab workers

FEBRUARY

Rogue 417 mutates into a deadly form in the infected lab workers in Iraq. In 3 days the infection is spreading across the Middle East. The UN's World Health Organization begins a huge undertaking to help stop the spread of this infection but is stopped by political rhetoric and a lack of cooperation.

MARCH

Africa, The Middle East and Russia are in the grip of the new black death as an increasing number of their populations fall to Rogue 417.

APRIL

Rogue 417 spreads across South-East Asia, India and China as North America closes its borders and begins a frantic preparation for any possible outbreak

MAY

Blaming Israel and the United States, Communist China threatens retaliation if the US does not send the cure to the remains of the Chinese population. Europe has collapsed. A final TV transmission shows the mass burning and the near dead wandering the streets of Paris and Rome.

JUNE

A Chinese submarine commander launches six missiles as China collapses from loss of population and social strife. The Communist missiles strike inflicting heavy losses. A state of war is averted by fast negotiation. Rogue 417 begins spread into South America,

JULY

Economic shutdown begins as San Francisco, Miami, and New York are hit with outbreak of Rogue 417. China and Russian Republic begin open warfare. Atlanta Center for Disease Control announces possible vaccine for Rogue and is destroyed by mobs before distribution to the public begins. The vaccine is only effective in suppressing Rogue for a few weeks.

AUGUST

American population is quickly decimated by Rogue 417. Riots begin as food and social services begin to break down. Hot weather and 20% population loss create devastating health hazards. Most areas are without power and water. Cholera and typhoid return to claim more population as the National Guard and military begins to disintegrate. Survivalists and Militia begin open warfare against Police and National Guard when hording is made an offence punishable by hanging.

SEPTEMBER

A mad rush for supplies, food, and weapons throws the survivors into chaos as mass burning of bodies and residential areas begin.

OCTOBER

Riots continue with 80% of the population dead or infected. Rumors of vaccination are persistant.

NOVEMBER

Cold weather, begins the final reduction of population. Starvation and disease are as common as the terminally infected walking the streets. These infected psychotics become known as Stalkers.

DECEMBER

Survivors joke, 'Santa skipped 2004'. Three weeks of bitter cold weather decimates even more of the survivors.

SPRING 2011 (Year 2)

The cities and suburbs are in ruins. The survivors have become clannish and protective of what little they have. The Stalkers and Prowlers are a continuing threat. Food and supplies are fought over wherever they can be found as groups of survivors are organizing defensible buildings. The cities have become a noman's land of equipment and food for the finding, if one is cautious and armed. Rats spread a new strain of Bubonic plague. A host of man-made diseases released from Bio War labs now appear.

SPRING 2012 (Year 3)

Survivors begin to band into small, feudal city-states for their mutual protection'. Open warfare between these enclaves becomes common as supplies continue to diminish.

THE VISITORS

They came from nowhere to begin the first reorganization of a destroyed society, first giving weapons and supplies, then a mixed lot of doctors and teachers. They called themselvesexplorers from another Earth, agents of the IDA. Unfortunately the Warlord of Huntington had other ideas. These helpers would have to be destroyed if he were to stay in power.

THE SLEEPERS

Deep underground in their cryogenic bunkers are teams of fully equipped mercinaries. Frozen in the case of war, these members of 'The Project' wait for a recall signal. It is rumored they have vast stores of needed supplies and equipment that could speed the rebuilding of society. Little is known of their true motives or if they were immune to Rogue 417.

The Virus

Rogue 417 was an engineered virus that destroyed more than 85% of the unfortunate people who contracted it . A String Virus, like Ebola, Rogue attacked the Central Nervous System and destroyed Nerves and Neural tissue with lightning speed.

Though the virus was short lived, it took 4 years for the survivors to confirm that no new cases existed.

Result of Infection

Rogue was spread by man, contact with a victim, or inhalation of the virus.

01-85 Death, Stage 1
86-00 See table B for other results.

Stage I

Stage 1 is characterized by sudden onset of high fever, convulsions, and coma followed by rapid destruction of the central nervous system. This deterioration is characterized by homicidal insanity before the victim falls into coma and death.

Symptoms

CONTACT CHANCE: 85%
INCUBATION: d4 hours
FEVER STARTS IN: d4 hours
FEVER LENGTH: 4 d6 hours
(homicidal insanity begins after 1st hour))
NEUROGENIC SHOCK
STARTS IN: d4 hours
COMA STARTS IN: d6 +6 hours
DEATH: 4d10 minutes from the start of the coma.

Neurogenic Shock

Neurogenic Shock causes the Rogue victim to loose consciousness at a 75% chance and reduces STR, DEX, AGL, THE, DOD, and all physically related skills by half. Those who fail to fall unconscious develope extreme and homicidal paranoia.

Survivors

The survivors of Rogue, more often than not,became mentally damaged psychopaths that accelerated the collapse of society, Killing and burning, they swept across the remaining survivors taking a frightening toll'.

Result	Stage	Common Term
01-50	Stage 2	Stalkers
51-75	Stage 3	Prowlers
76-77	Stage 4	Idiots
78-79	Stage 5	Potentials*
80-00	Immunes	Ims

GM NOTES

Starting the campaign, you must assume the players are Immunes or Vaccinated.

Rogue Vaccine

A serum to fight Rogue was developed far too late to be effective in saving a majority of the American population. Several versions of the serum existed.

Anti ROGUE 416 b
Provides d4 +4 weeks of immunity,
Anti ROGUE 417 a
Provides a 30% chance of immunity,
Anti ROGUE 417 b
Provides a 65% chance of immunity,
Anti ROGUE 417 c
Provides a 75% chance of immunity.
Anti ROGUE 417 f
Provides 95% chance of immunity.

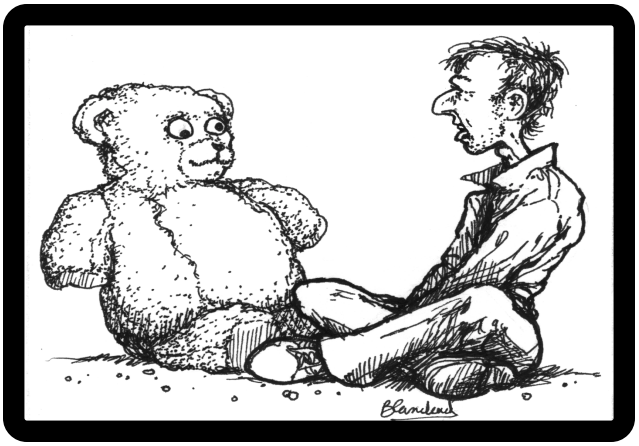
Stalkers

STAGE 2

These are the minimally alive survivors who lived through the ravages of Rogue 417 and are now reduced to the level of mindless, cannibalistic savages Hunting alone or in packs, they are the monsters of the post plague world. With an average DEX of 12, AGL of 10 and STR of 15, these “Stalkers” are now better adapted to survive the loss of their intelligence and humanity. Feet, hands, and teeth have become their only weapons. Stalkers have no potential to regain their lives and are best disposed of.

Prowlers STAGE 3

These survivors share the same mental level of Stage 2 victims with the added bonus of some memory and skills. They are crafty and dangerous, sometimes able to remember the use of modern weaponry. Prowlers may band together in packs to hunt survivors for food. There is a cumulative 10% cumulative chance per year that a Prowler will deteriorate into a savage Stalker.



Idiots STAGE 4

These survivors are identical to stage 3 without the violent tendencies. They tend to secret themselves in livable surroundings. With the average intelligence of a 7 year old, they have, at best, a minimal life expectancy. Many of the survivors have taken to protecting these helpless fools because of their resemblance to stage 5 victims.

Potentials STAGE 5

These victims have a chance to regain lost intelligence and skills,,, Every d10 months they will suffer through a d6 day fever with a 35% chance of the recovery of their normal pre-Rogue 417 intelligence, If they fail another d10 months will pass before their bodies make the recovery attempt.

Immunes IMMUNES

These survivors are the normal people who were never affected by, or have recovered from the ravages of Rogue 417. These are also the lucky ones who were vaccinated or able to avoid infection.

Scattered and rare, they fight the day-to- day battle for survival. Immunes fall into a wide range of categories for survival types. See: Survival Groups.

Other Effects

Rogue was a killer, but it was also a mutagenic virus that made a lasting impression on Mankind and a number of other Mammalian species.

Most of these effects were deadly in the next generation though a few were beneficial. Included in these was a slight heightening of intelligence, and a touch of Psionic ability. The Psionic ability in some species such as Rats was the creation of a mass mind, that allowed cooperation and problem solving. While these were the exception, they quickly grew into a menace that had to be disposed of immediately before they could spread.

The World of Rogue

After the initial hell of modern society's collapse the survivors began to band together for mutual protection and comfort. Unfortunately this was not always easy due to gross differences in life - styles and opinions'. The new society quickly began to splinter into groups of survivors with the same general interests and personalities.

After a time, these groups settled into separate and distinct societies often highly dependent on each other for survival. Even where survivor communities did not interact they were bridged by traders, travelers, and general gossip.

Given time, the remnants of humanity were again arguing and fighting with themselves.

The Rogue Campaign

Rogue 417 can be a campaign of survival for groups of characters, specifically from the Rogue world or Explorers from the Fringes of Infinity, (See Tri-Tac Systems game #1001)

The Rogue campaign can be started at the onset of the plague or in later years as the GM or players wish.

Campaign Style

Campaign types can range from traveling explorers to reckless marauders. Many new "survivor" characters can be added as well as those GM controlled NPC's.

Plague Years

The first "plague" year campaign is best described as a tactical scramble for survival, the characters trying to stay alive in a radically new, life style. This eventually leads to a more stable campaign as things quiet down.

Early Years

Early (2-3) years are an exploration into general survival and the creation of survivor groups, territories, and talents. These wild years can be categorized as times of social change and increasing stability. Rising from the ashes will be outstanding personalities of leadership and social control. Not all of these will be for the good.

Later Years

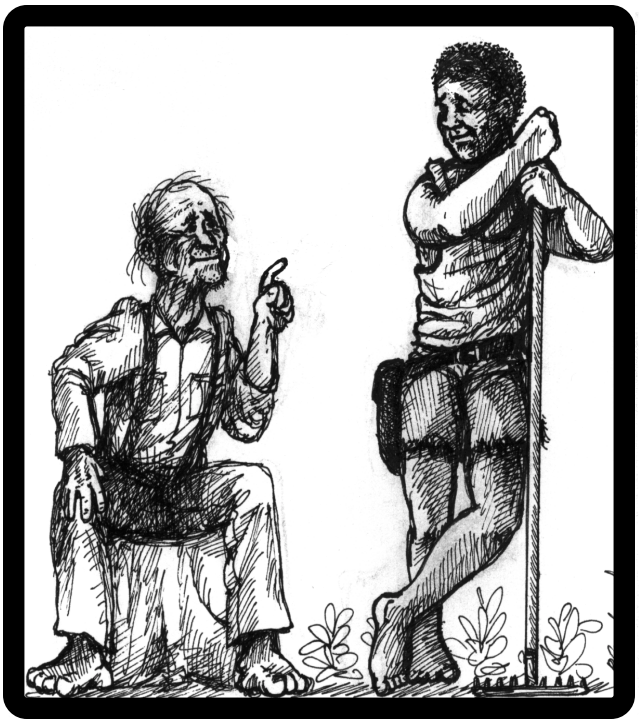
Later (4+) years find the survivors in a now familiar world of day - to - day life, building, and power-plays, with other groups, to better survival and living conditions. These years are the times of amalgamation and warfare between groups where the larger will often collect the weaker by agreement or force of military / economic might'..

Survivor Groups

Most survivors have banded together into a variety of small community types. Living and fighting for the last scraps of our dead technological society, they often are hostile to outsiders and other survivor communities,

P = Prefer Company	d = Dislike
F = Friendly With	o = Outright Hostility
E = Exist With	k = Kill on Sight
U = Uneasy Peace	i = Ignore

A	FARMING GROUPS	J	SURVIVALISTS
B	CITY COMMUNITIES	K	CRAZIES
C	AUTO GYPSIES	L	MEDS
D	DEVASTATORS	M	MECHS
E	VIGILANTES	N	GUNSMITHS
F	ANTI-TECHIES	0	FOREIGNERS
G	WOLVES	P	TEACHERS
H	SHEEP	Q	FRINGEWORTHY
I	REBORN AMERICANS	R	THE BUREAU



Farmers

Farming Communities are the scattered, loosely knit groups that continue to produce food from the land. Often sharp traders, the farmer is suspicious of outsiders but a true friend when you need him.

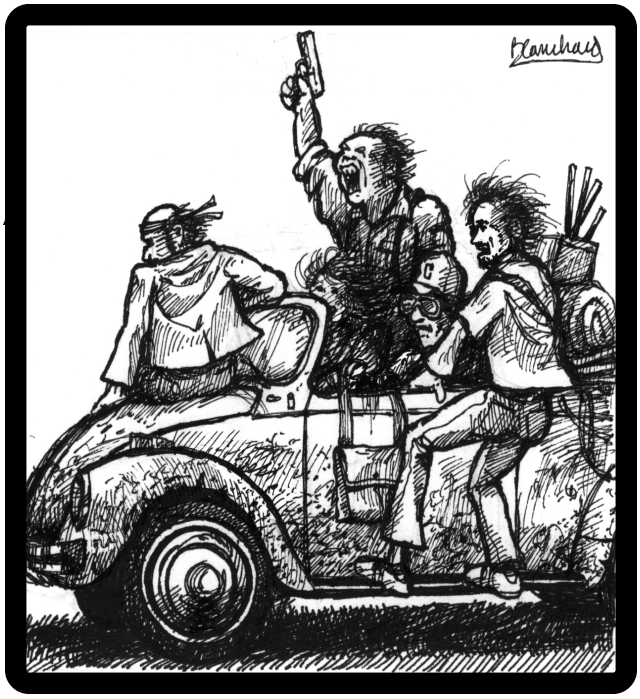
Many of the new Farming Communities are virtually armed camps well able to defend the land and their hard working people. Farmers are also the target for the hungry and any armed group in need of supplies.

SURVIVOR VIEWS	A	B	C	D	E	F	G	H	I	J	K	L	M	N	0	P	Q	R
A FARMING GROUPS	p	f	e	k	d	o	o	e	e	p	i	p	p	p	d	e	f	i
B CITY COMMUNITIES	e	u	d	k	u	o	o	e	i	u	i	p	p	p	u	f	f	i
C AUTO GYPSIES	f	u	u	k	d	o	d	i	d	f	u	f	p	p	i	e	u	i
D DEVASTATORS	e	d	k	k	k	o	e	i	d	u	k	u	f	f	k	o	o	o
E VIGILANTES	f	f	d	k	u	i	k	e	o	d	k	f	e	f	o	e	d	f
F ANTI-TECHIES	f	o	o	o	u	p	u	e	o	d	o	k	k	k	o	k	o	o
G WOLVES	o	o	o	k	u	e	p	i	o	e	k	e	k	k	o	k	k	i
H SHEEP	f	f	e	i	f	d	d	p	e	e	i	p	f	d	i	f	p	i
I REBORN AMERICANS	f	f	d	k	u	k	k	f	p	u	k	f	f	f	k	e	e	i
J SURVIVALISTS	f	u	e	k	u	d	k	i	u	p	o	f	f	f	u	f	p	i
K CRAZIES	f	u	u	k	k	i	k	k	i	o	u	u	d	d	d	e	e	i
L MEDS	f	p	f	o	e	d	o	f	u	f	d	p	e	e	e	f	p	f
M MECHS	f	f	f	d	u	o	o	i	e	e	i	f	f	f	i	f	p	f
N GUNSMITHS	f	f	f	d	u	k	k	i	i	f	o	f	f	p	d	e	f	f
0 FOREIGNERS	i	u	f	o	d	i	k	i	o	u	u	f	f	u	p	e	f	f
P TEACHERS	u	e	u	o	d	k	d	f	e	f	d	f	f	e	e	p	f	f
Q FRINGEWORTHY	Friendly Unless Provoked																	
R THE BUREAU	Preoccupied with their own Business																	

City Folk

The City Communities are the enclaves of scavengers who cling to the remains of their lost technological society, Often they are inventive and have needed hardware to trade. Cities are often at war with Devastators and Anti-Techies.

Cities are their armed fortresses, literal rat-warrens of tunnels and supply. Generally city folks will send trade caravans to the country for food or set up a monthly market in a well defended area. Many City Folks have begun to preserve libraries and machinery for future use.



Auto Gypsies

Auto Gypsies are the nomads of the highway who trade and travel. Often traveling in packs of 4-20 vehicles, they transport material for City Folks and Farmers in trade for spare parts and stores of Gasoline that have not been destroyed.

Gypsies are enemies of Devastators who prey on them for supply and gasoline. On occasion bands of AutoGypsies will gather at old raceways to compete for vehicles and trade supplies. In the southwest a number of Gypsies have taken posession of several old chemical plants to manufacture alcohol for fuel.

Devastators

Devastators are lawless bands of murderers who delight in the destruction of society by Rogue 417 They despise any organization more powerful than their 'Clubs or Gangs'. Each Devastator group is headed by a tough 'leader of the Pack' who has clawed his way to the top by violence.

These Warriors of the Wastelands are a growing concern with those trying to restore civilization. Many communities pay them in supply and gasoline to ensure they go elsewhere. In some cases Devastators have created an encampment and hold hostages to ensure they are supplied by local towns.

Individual devastators have been known to trade for necessary items if they can't take them by intimidation or force.

In groups, most devastators are abysmal slobs with little respect for property, education or law,

Vigilantes

Vigilantes are the self-styled law now in effect across the continent. A vigilante is well armed and cunning. Anyone in need can hire a vigilante for a "Justice" if the price is right. The justice is often carried out to an extreme that is far worse than the original crime.

This is not to say that all Vigilantes are bad or excessive. Many are ex-police and have become local heroes by fighting to preserve survivor communities.

The best of the Vigilantes are loners who wander from community to community in search of a quiet life that invariably elludes them. Where they go, trouble mostly follows and once their reputation catches up with them, they move on.

A 'less than 'honest' vigilante may be accompanied by a hanging judge or deputies who are at best little more than hired thugs.

Anti-Techies

Anti-Techies are those demented folk who blame the level of technology for the destruction of society.

Their final aim is to return to a medieval model of society by destroying all traces of high technology, history, and any but basic knowledge. They have turned this belief into a religious quest and are now purging citiy and country of everything they consider evil.

This behavior and burning generally annoys City Folk and people who have been hard at work rebuilding society. For this reason many of the survivor group have the tendency to shoot them on sight or at least run them in the direction of Devastators.

Anti-Techies can often be found inhabiting or hiding in churches. When visable and in strength they become brave and begin burning mechanics, doctors, libraries, or teachers.